NES-KK-USA

WF KING OF THE RING

Nintendo

INSTRUCTION BOOKLET

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SAFETY FIRST:

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the game pak in its protective case.
- Do not clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

WARNING
DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES"), your Super Nintendo Entertainment System® ("Super NES"), or any NES® or Super NES® games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES, Super NES, NES games or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

WARNING!
READ BEFORE USING YOUR NES, SUPER NES OR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the NES, Super NES and Game Boy systems. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you, or anyone in your family, has an epileptic condition. IMMEDIATELY discontinue use and consult your physician if you experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, disorientation, loss of awareness of your surroundings, mental confusion, dizziness, sickness and/or convulsions.

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WORLD WRESTLING FEDERATION®

YOU CAN BECOME KING OF THE RING

It's one of the most grueling tests of a wrestler's skills and savvy! It's an event to which wrestling fans around the world can look to determine the best wrestler in the World Wrestling Federation®! It's a brutal, no-time-out, eight-man single elimination tournament that causes the best of the best to wrestle to the very limits of their abilities—and beyond!

It's the event everyone's been talking about — the King of the Ring™ tournament — and you've been entered!

You can be any one of 10 sensational World Wrestling Federation® Superstars, including Macho Man Randy Savage™, Bret "Hit Man" Hart™, the immortal Hulk Hogan™, the Narcissist Lex Luger™, mighty Razor Ramon™ and massive Yokozuna™ to name a few... or create your own mighty World Wrestling Federation® Superstar!

Warm up with one-on-one, tag team or tournament matches. Then step up to the greatest challenge of your wrestling abilities ever devised. Try to ascend the throne and become King of the Ring... if you dare!

PREPARING TO ENTER THE SQUARED CIRCLE

1. Make sure the Nintendo Entertainment System® power switch is OFF.
2. Insert the World Wrestling Federation® King of the Ring™ Game Pak as described in your Nintendo Entertainment System® instruction manual.
3. Turn the power switch ON. When you see the World Wrestling Federation® King of the Ring™ logo appear on the screen, press the START BUTTON.

BEFORE YOU STEP THROUGH THE ROPES

Once you've passed the title screen, the computer will ask you to set the following game options. Use the UP and DOWN Control Pad to highlight your selection and press the A or B BUTTON to make your choice.

One player vs. **computer** or **two players.**

One-on-One, Tag Team, Tournament or **King of the Ring™.**

Easy, Medium or **Hard** skill level.

A **One-on-One** match is a one-fall match that pits two wrestlers against each other. The first wrestler to pin his opponent to the mat for a three-count administered by the referee is the winner. Because World Wrestling Federation® wrestlers are in peak condition, they must be worn down before they can be pinned.

A **Tag Team** match pits teams of two wrestlers against one another. The rules are similar to those of a One-on-One match except that a wrestler can tag his teammate to replace him in the ring by pressing the SELECT BUTTON.

Tournament mode puts your wrestler in a battle for the prize every wrestler covets — the World Wrestling Federation® Championship Belt! But winning it won't be easy. Nine ferocious challengers stand in your way, and they're not about to go down without a fight! Each tournament match is a One-On-One, one-fall bout. Defeat each of your opponents, and you become World Champion!

The **KING OF THE RING**™ tournament is one of the toughest but most prestigious events in the World Wrestling Federation®. It's an eight-man single elimination tournament to determine the best wrestler in the World Wrestling Federation®. Each match is a one-fall bout, where only the winner continues onward. The wrestlers have been seeded in two brackets around the top two contenders. They must fight their way through the bruising quarter-finals, then the vicious semi-finals, and then, the ultimate match, the finals— where the winner is rewarded with the World Wrestling Federation® crown, and the loser goes home empty-handed!

Once you've chosen your options, press the START BUTTON. You will then be able to choose your wrestler from among 10 powerful World Wrestling Federation® Superstars, or you may customize your own wrestler! Use the LEFT and RIGHT CONTROL PAD to scroll through the wrestlers, then press the A or B BUTTON to select him. To customize your own wrestler, select the wrestler labeled "you."

CUSTOMIZING YOUR OWN WRESTLER

Should you choose to create a custom World Wrestling Federation® wrestler, the first thing you'll want to do is name him. Move the cursor LEFT and RIGHT to the appropriate letter and use the UP and DOWN CONTROL PAD to change it. When your wrestler's name is correct, pressing the A BUTTON will lock it in and permit you to move on to the next stage of customization.

Each World Wrestling Federation® wrestler has specific attributes such as strength, speed and stamina that dictate his fighting style and make him the wrestler he is. When you customize your own wrestler, you are given a specific number of points to divide between these attributes to create your own ultimate wrestler.

Use the UP and DOWN CONTROL PAD to choose the attribute you want to adjust, then move LEFT and RIGHT to increase and decrease the value for that particular category. Point values for the other categories will change in proportion to any changes you make. When your wrestler is complete, press the START BUTTON.

NOTE: After winning a tournament match, you will be given additional points to add to any category you choose!

FRONT ROW RINGSIDE

Here's a close-up look at the ring where your World Wrestling Federation® wrestlers will compete:

BASIC MAT SKILLS

To get started on your quest to become King of the Ring™, you need to have a strong foundation in the basics of the sport:

To move around the ring, use the CONTROL PAD.

To exit the ring, walk into the ropes on the left or right side of the ring.

Luring your opponent outside the ring can be a useful strategy, but be sure to return before a 10 count elapses, or you will be disqualified.

To return to the ring, walk into the apron on the left or right side of the ring.

To run left or right across the ring, move LEFT OR RIGHT while simultaneously pressing the A BUTTON.

To punch your opponent, press the A BUTTON.

To kick your opponent, press the B BUTTON.

To lock your opponent in a grapple, walk into him face-to face.

While you are grappling with your opponent you have several choices of offense attack:

Headbutt your opponent by pressing the A BUTTON.

Body slam your opponent by pressing the B BUTTON.

Throw your opponent by pressing the A BUTTON and a CONTROL PAD simultaneously.

Suplex your opponent by pressing the A BUTTON and the UP CONTROL PAD.

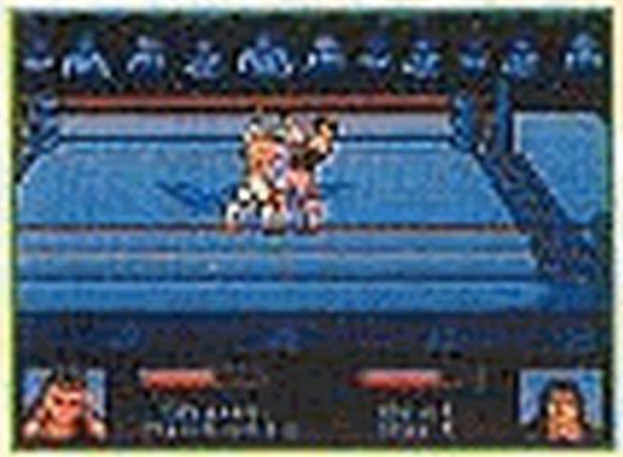
STEPPING UP YOUR OFFENSE

Once you've mastered basic mat skills, you can move on to more high-impact moves and maneuvers that will enable you to mount a more sophisticated and dangerous offensive attack:

Run toward your opponent and press the B BUTTON to deliver a flying dropkick!

Run toward your prone opponent and press the A BUTTON to pound him with a flying elbowdrop.

THINK DEFENSIVELY



There are several defensive moves you should keep in mind in the course of a particularly heated match: If you are standing and your opponent is running toward you, press the A BUTTON to clothesline your opponent or the B BUTTON to hip-toss him.

AERIAL ATTACK!

Here's how to launch an attack on your opponent from the top turnbuckle: First, climb to the top turnbuckle by moving your wrestler into a corner of the ring and pressing the CONTROL PAD toward the turnbuckle. To jump from the turnbuckle, press the A BUTTON. To guide your wrestler's path through the air, use the CONTROL PAD.

GOING FOR THE PIN

When your opponent is down on the mat and his energy level is low, it's time to move in for the pin and the win! But first you want to make sure he's really ready for the pin. To do that, you may want to elbowdrop him (press the A BUTTON) or stomp him (press the B BUTTON) a few times. To try for the three-count, press the CONTROL PAD toward him and the A BUTTON.

NOTE: If you find yourself being set up to be pinned, try pressing the A and B BUTTONS to get up before your opponent drops on top of you!

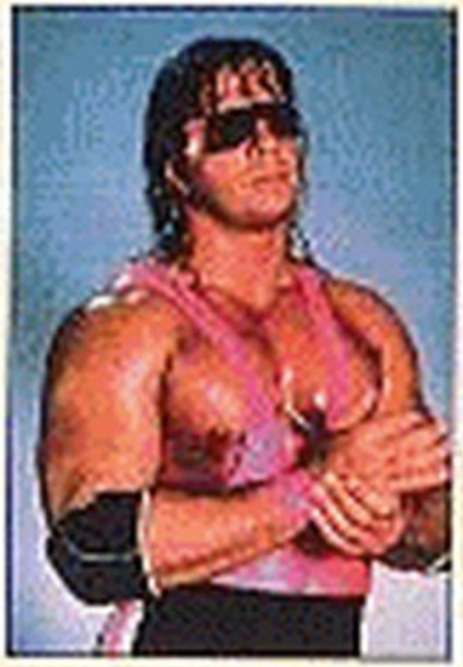
WORLD WRESTLING FEDERATION®

QUICK REFERENCE CHART

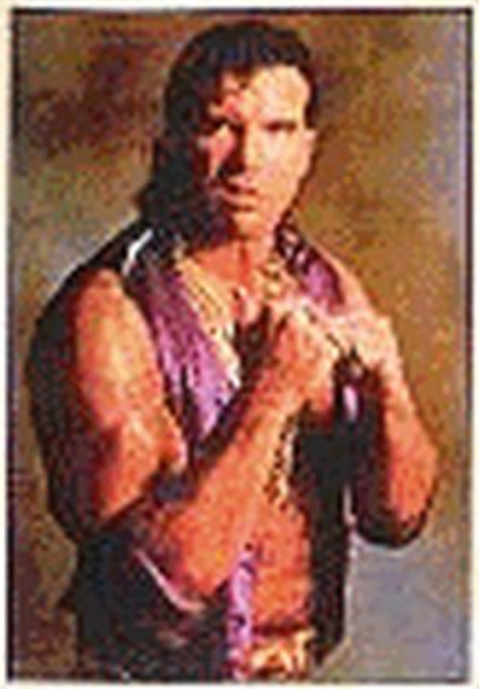
YOUR STATUS	OPPONENT'S STATUS	BUTTON	ACTION
STANDING	ANY		WALK
STANDING	ANY		RUN
STANDING	STANDING	A	PUNCH
STANDING	STANDING	B	KICK
STANDING	ON THE MAT	A	ELBOWDROP
STANDING	ON THE MAT	B	STOMP
STANDING	ON THE MAT		PIN
STANDING	RUNNING	A	CLOTHESLINE
STANDING	RUNNING	B	HIP-TOSS

YOUR STATUS	OPPONENT'S STATUS	BUTTON	ACTION
RUNNING	STANDING OR RUNNING	B	FLYING DROPKICK
RUNNING	ON MAT	B	FLYING ELBOWDROP
GRAPPLED	GRAPPLED	A	HEADBUTT
GRAPPLED	GRAPPLED	B	BODYSLAM
GRAPPLED	GRAPPLED	← → + A	THROW
GRAPPLED	GRAPPLED	↑ + A	SUPLEX
ON THE MAT	ANY	A + B	GET UP

A GALLERY OF



WF SUPERSTARS



HULK HOGAN™

HULK HOGAN™ 6'8", 275 lbs.
Venice Beach, California

The immortal Hulkster, a five-time World Wrestling Federation® World Champion, is the most honored wrestler of all time. *Hulkamania™* runs wild every time this muscular legend steps through the ropes!

MACHO MAN RANDY SAVAGE™
6'2", 245 lbs. Sarasota, Florida

A two-time World Wrestling Federation® World Champion and Intercontinental titlist, the Macho Man™ is one of the most colorful grapplers in wrestling history. Tough to defeat? Oooooooh, yeah!

MR. PERFECT

MR. PERFECT™ 6'4", 263 lbs.
Minneapolis, Minnesota

He bowls 300-point games and scores holes-in-one on the golf course, but perfection in the squared circle— as demonstrated by the Perfect-plex suplex—is what Mr. Perfect™ is all about.

BRET "HIT MAN" HART

BRET "HIT MAN" HART"
6'1", 234 lbs. Calgary, Alberta, Canada

The Hit Man is one of the most skilled technical wrestlers the sport has ever known. His Sharpshooter leg grapevine has helped guide him to the World and Intercontinental titles. He is also the current King of the Ring".

Shawn Michaels™

SHAWN MICHAELS™ 6', 234 lbs.
San Antonio, Texas

Claiming to be the sexiest man alive, this Intercontinental Champion certainly has no problem feeding his massive ego—or scoring victories in the squared circle!

YOKOZUNA™

YOKOZUNA™ 6'5", 550 lbs.
Polynesian Islands

A former Grand Champion of sumo wrestling, this huge competitor has mastered the art of utilizing his incredible size. Winning the World Title at *WrestleMania IX*® certainly attests to that!

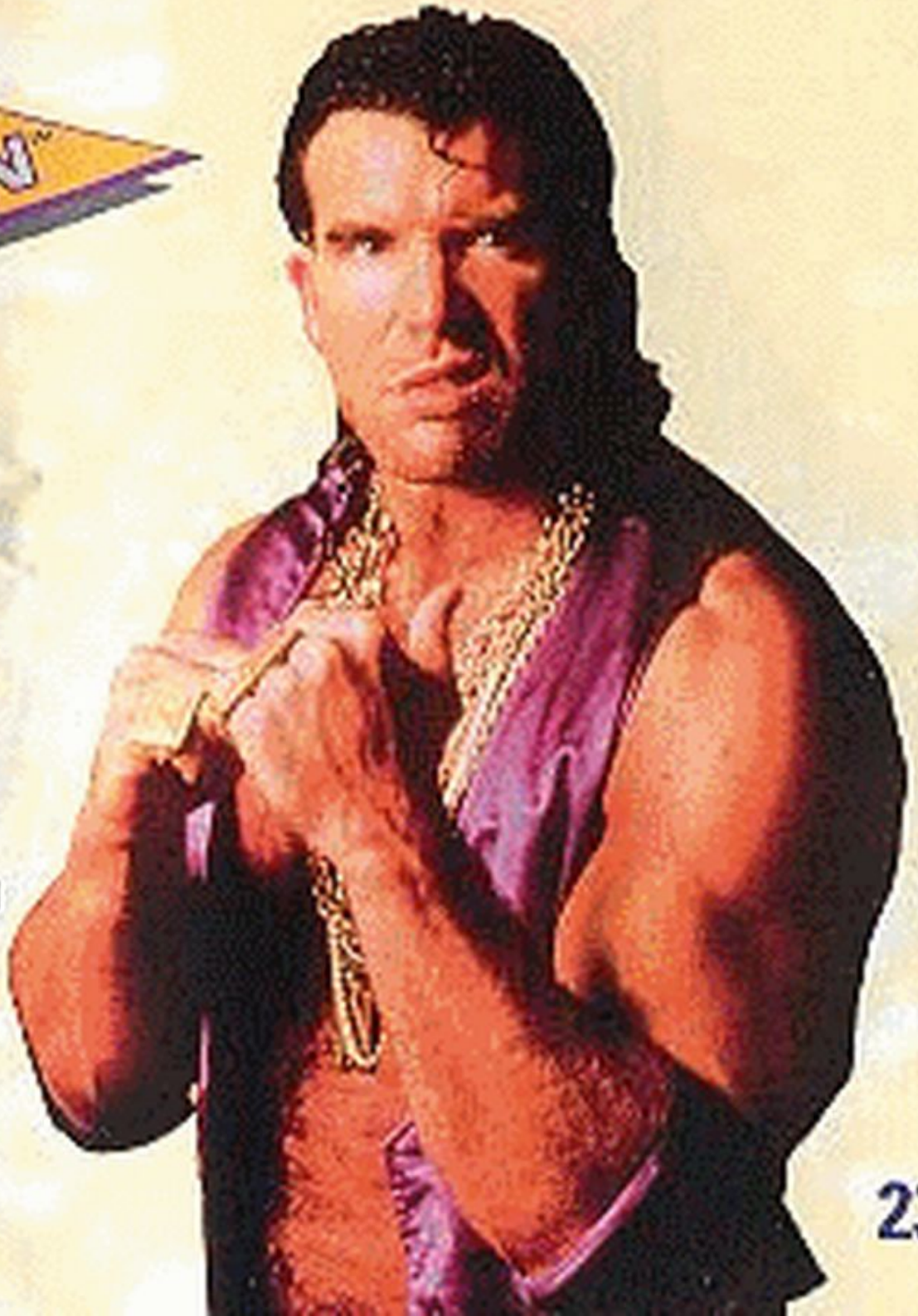
THE NARCISSIST LEX LUGER™
6'6", 275 lbs. Atlanta, Georgia

The massively muscled Narcissist™ is as egotistical as he is powerful. This former pro bodybuilder favors the full nelson as part of a peerless power attack.

RAZOR RAMON™

RAZOR RAMON™
6'7", 287 lbs.
Miami, Florida

Originally from Cuba, this cocky competitor seems to always be chewing on his trademark toothpick. His finishing move is a punishing backdrop he calls, appropriately, the Razor's Edge.



BAM BAM BIGELOW™ 6'6", 360 lbs.
Asbury Park, New Jersey

Incredibly agile for such a big man, Bam Bam uses an aggressive fighting style to take advantage of his opponents. This aggressiveness is demonstrated in everything he does, from his favorite move, a headbutt off the top rope, to his bald head that has been tattooed with flames!

UNDERTAKER™

THE UNDERTAKER™ 6' 10 1/2", 328 lbs.
Death Valley

Managed by the macabre Paul Bearer™, the Undertaker™ has a strange fascination (obsession?) with death. His ashen complexion, his black attire and his cherished urn combine to make him a most ominous opponent! Despite his unconventional appearance, however, he is serious about his quest for the World Wrestling Federation® Title. Deadly serious.

NOTES

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NOTES

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: • Reorient the receiving antenna. • Relocate the NES with respect to the receiver. • Move the NES away from the receiver. • Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

Repairs/Service after Expiration of Warranty- If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

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